

## EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	1	((situat\$3 scenario) character with (text dialog\$3 conversat\$3) select\$3 with behavior).clm.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2007/09/24 09:23
L2	7	((situat\$3 scenario) character (text dialog\$3 conversat\$3) select\$3 behavior).clm.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2007/09/24 09:24
L3	1	((situat\$3 scenario) character (text dialog\$3 conversat\$3) select\$3 behavior game (character conversat\$3 (player user))).clm.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2007/09/24 09:26
L4	1	((situat\$3 scenario) character (text dialog\$3 conversat\$3) select\$3 behavior game conversat\$3 (player user)).clm.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2007/09/24 09:26
L5	2	((situat\$3 scenario) character (text dialog\$3 conversat\$3) select\$3 behavior conversat\$3 (player user)).clm.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2007/09/24 09:27
L6	2	(system (situat\$3 scenario) character (text dialog\$3 conversat\$3) select\$3 behavior conversat\$3 (player user)).clm.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2007/09/24 09:28
L7	0	(system administrator (situat\$3 scenario) character (text dialog\$3 conversat\$3) select\$3 behavior conversat\$3 (player user)).clm.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2007/09/24 09:28
S1	1	10/696083	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2007/09/21 13:27

## EAST Search History

S2	0	2001/0039203	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2007/09/20 10:12
S3	2	"20010039203"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2007/09/20 10:12
S4	27	character with (user player) situation with behavior character with (text conversat\$3) game	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2007/09/21 13:42
S5	16	character with (user player) with (conversat\$3 interact\$4) situation with behavior character with (text conversat\$3) game	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2007/09/21 13:43
S6	17	character with (user player) with (conversat\$3 interact\$4) situation with behavior character with (text conversat\$3 dialogue) game	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2007/09/21 14:09
S7	8	character with (user player) with (conversat\$3 interact\$4) (situation event) with tag character with (text conversat\$3 dialogue) game	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2007/09/21 14:09
S8	6	S7 not S6	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2007/09/21 14:16
S9	74	"5358259"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2007/09/21 14:16

## EAST Search History

S10	2	"5358259".pn.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2007/09/21 14:17
S11	2	"5987415".pn.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2007/09/21 14:32
S12	3	situat\$3 with tag character with tag behavior with pattern	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2007/09/21 14:34
S13	3	(situat\$3 scenario) with tag character with tag behavior with pattern	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2007/09/21 14:35
S14	322	(situat\$3 scenario) character with (text dialog\$3 conversat\$3) select\$3 with behavior	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2007/09/21 14:36
S15	135	(situat\$3 scenario) character with (text dialog\$3 conversat\$3) select\$3 with behavior game	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2007/09/24 09:23
S16	11	(situat\$3 scenario) character with (text dialog\$3 conversat\$3) select\$3 with behavior game (character) with conversat\$3 with (player user)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2007/09/24 09:25
S17	5	select\$3 with (situat\$3 scenario) character with (text dialog\$3 conversat\$3) select\$3 with behavior game (character) with conversat\$3 with (player user)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2007/09/21 14:57

## EAST Search History

S18	3	select\$3 with (situat\$3 scenario) select\$3 with character with (text dialog\$3 conversat\$3) select\$3 with (behavior mood) game (character) with conversat\$3 with (player user)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2007/09/21 14:58
S19	398	character with conversat\$3 with (player user)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2007/09/21 15:59
S20	38	character with conversat\$3 with (player user) (select\$3 choose pick) with (situation scenario)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2007/09/21 16:07
S21	27	S20 (select\$3 pick choose) with character	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2007/09/21 16:08
S22	8	S21 (select\$3 pick choose) with (behavior mood emotion)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2007/09/21 16:09